

CLEAN COPY OF AMENDED CLAIMS

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1. (Amended) A gaming apparatus comprising:
 - a wager receipt mechanism;
 - a player interface including a display device;
 - a payout device; and
 - a processor coupled to the wager receipt mechanism and to the player interface and to the payout device and operating under stored program control,
 - the stored program control operable for displaying an array of first indicia respectively masking second indicia on the display, the first indicia being player-selectable for revealing the associated second indicia in an attempt to reveal at least one matching group of second indicia,
 - the stored program control operable to select first and second pay values, from a plurality of possible pay values, and randomly associate the selected first pay value with at least one of the second indicia from a first matching group of second indicia and randomly associate the selected second pay value with at least one of the second indicia from a second matching group of second indicia,
 - the stored program control operable for displaying the pay value on the display in an area separate from the first and second indicia.

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13. (Amended) A gaming method comprising:
 - presenting to a player a set of a plurality of masked indicia;
 - providing for player selection of and revealing of the indicia in an attempt to reveal at least one group of matching indicia on a display;

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selecting a first pay value, form a plurality of possible pay values, wherein the first selected pay value is randomly associated with a first group of matching indicia; selecting a second pay value from the plurality of possible values; randomly associating the second selected pay value with at least one of the indicia from a second group of matching indicia; displaying the pay values on the display in an area separate from the indicia; and paying the player revealing one of the groups of matching indicia an amount equal to the sum of a multiple of the pay value associated with that group.
